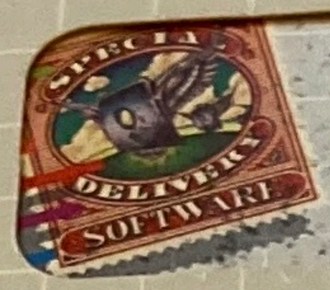

ARTIST DESIGNER

C2H0004 MASTER

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ARTIST DESIGNER

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In conjunction with Apple Computer, Inc.

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The steps are as follows:

1. Size

When Block has been chosen from the Draw Menu, you are automatically in Size. Future choices of Size may be made from the Block Menu. Use the paddles to shape the size and proportion you want. A test pattern is seen in the center of the screen. It is centered so you may judge how it relates to all other parts of your design.

One paddle controls the height of the block, the other controls the width. The paddles must be turned so that the block is sufficiently high and wide to be seen. Otherwise, you will only see a spot or line at the right or upper portion of the screen.

Press the button on paddle (0) till you see the Block Menu. It will show the other choices in Block.

2. Move

Typing 'M' from the Block Menu will allow you, with the paddles, to move the block you have sized to any location on the screen.

Button (0) will take you back to the Block Menu.

3. Keep

Typing 'K' from the Block Menu allows you to make the block permanent on the screen. When 'K' is typed, three choices are displayed:

(F)ASTFILL (L)INEFILL
(D)OTS

Fastfill

Typing 'F' for Fastfill will display the possible color choices. At this point, make your color choice and you will see the block on the screen displayed in that color. Mixed color choice is not possible from Fastfill.

Linefill

Typing 'L' for Linefill will display the color choices. Linefill allows you to choose a separate color for each line and produce color mixes. To do this, make your first color choice mixed, then type the number of color slots you wish to fill (1 to 10). Next, choose a color for each slot. When the block is drawn, each line will be colored in the order of the slots. After the last color, the colors are repeated again in the same order till all lines are filled.

Dots

When typing 'D' for Dots, you will be asked how many dots you want. You may have any number of dots you wish. Type an integer followed by a carriage return. The dots will be output at random in the boundaries of the block you previously defined. Next, the color choices are displayed. Mixed choice may be used.

After your block is drawn, press carriage return and the Block Menu will be displayed. You may then continue with your choices. These instructions might sound complicated, but Block is actually rather simple to use and will produce complex designs quickly. It is a good drawing procedure to use in the beginning to become familiar with the system.

4. Wait

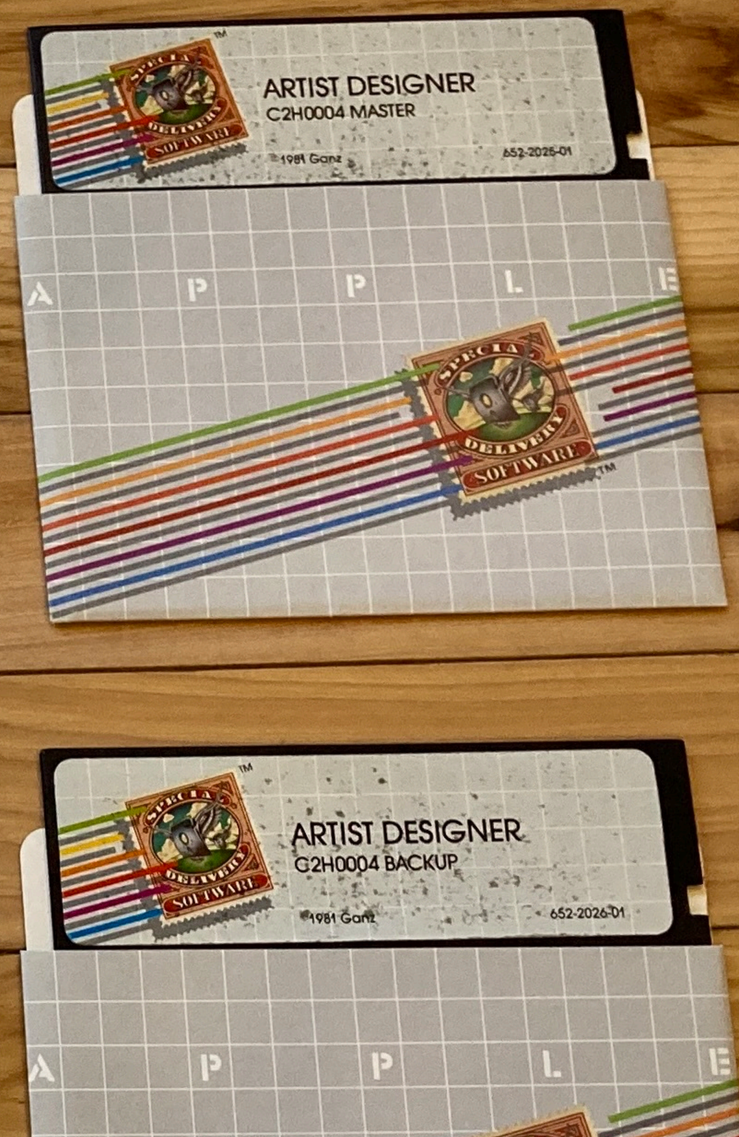
Typing 'W' for Wait will allow you to keep an image on the screen for as long as you wish. It seems advisable to slow the Redraw of Block in Places to allow time to see significant images. 120 Wait units is about equal to a second.

To return to the Draw Menu, type 'Q' from the Block Menu.

Spot

Spot is a procedure which draws on the screen with successive series of dots. It will draw soft lines and shade in areas of any size. One paddle controls horizontal movement, and the other controls vertical movement (like an Etch-A-Sketch game). Try the paddles in each hand till you find the way which best suits you.

Typing 'S' for Spot from the Draw Menu displays a Size request. Give any integer from 1 to 100 followed by a RETURN. One would make a thin line, and 100 would fill the screen. The next message asks what density. The integer you type determines how many dots will be in the area you just sized. Next, you will choose the color or colors. When you have completed your color choices, you will see a cursor on the screen. Move it to where you want the dots to start and press button (1). Now, when you move the paddles, a trail of dots will follow. Move them slow enough to allow time for the dots to output. This will vary depending on how many dots you asked for. Press button (0) to end the procedure.



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